BRASS LANCASHIRE MAUT⊙MA RULEBOOK

1. Introduction

This is a solo mode for Brass: Lancashire, against an opponent (the "Automa") that takes actions driven by a deck of cards. It is possible to play with the standard map or the smaller two-player variant map.

This 2.0 version presents a completely new redesigned Automa deck and some rules adjustments that make this variant very similar to the Automa for Brass Birmingham, so players can easily switch between the two games.

2. Components:

• Brass Lancashire base game
• Automa deck: 42 double-sided cards. See section 7 for a description of the actions and icons.

Front side   Rear side

The cards can be downloaded from www.mautoma.com

3. General notes

The Automa actions are defined by the Automa cards. The Automa follows simple rules, to reduce bookkeeping.

• **During the game the Automa is always the second player**; the turn order is fixed.

• **The Automa doesn't use money**; it's always considered to have enough for its actions.

• **The Automa never takes the LOAN action.**

• **The Automa follows all other standard rules as a normal player**. In particular:

o To consume coal, it needs a connection to a coal source.

o When placing Link tiles, it builds adjacent to a location that is part of its network.

o During the Canal Era, it is limited to 1 building per city.

o When it takes the BUILD action, it doesn't pay money, but does consume coal and iron as normal.

o During the Rail Era, it consumes 1 coal whenever it places a single Link tile and 2 coal whenever it places a double Link.

o To take the SELL action, its buildings need a connection to a port or to distant market.

4. Overview of the Automa deck

The Automa deck includes 42 double-sided cards. During set-up you will select only the cards associated with the map you're using, larger or smaller. On the Automa's turn, draw an Automa card. The front of the card has two or three action slots. Automa takes the actions in the first applicable slot (only that).

The Automa always takes one or two actions during its turn. It never passes without performing any action.

The front side of the card you drew determines the first action, and then the back of the next card on the deck determines the second action. In some cases, the front side of the card may cause two actions to happen; if so, ignore the next card's back, as the Automa has already executed two actions.

If you draw a card with no legal action, discard it and draw another.

5. Set-up

a) Set up for a two player game, with the following exceptions:

• You don't need to give the Automa any money, or place its income marker.

• Choose the difficulty level you prefer. Place Industry tiles on the Automa's player board accordingly.

(See section 5.1.)

• Select the 40 player cards corresponding to the map you're playing with, and shuffle them. Deal the first 19 cards into a deck. Set the rest aside; they are not used in the Canal Era. Note that the set-aside cards include the one card you'd remove from the deck at the start of a normal game, so you need not do that again.

b) Prepare the Automa deck. (See section 5.2.)

5.1 Set the difficulty level

Automa starts with these Industry tiles on its board

EASY LEVEL

3	2		1	2
3	2	1	1	2
2	2	1	1	2
3	1	0	0	1

MEDIUM LEVEL

3	2		1	2
3	2	2	1	2
2	2	1	1	2
2	1	0	0	0

HARD LEVEL

3	2		1	2
1	2	2	1	2
2	1	1	1	2
2	0	0	0	0

These are suggested levels. You can adjust the difficulty by changing the initial number of tiles on Automa's board.

5.2 Preparing the Automa deck

If you play with standard map, remove from the deck all cards reporting the icon ❄ in the bottom right corner, while if you play with reduced map, remove from the deck all cards reporting the icon ✠ in the bottom right corner. Then, set aside all the remaining cards reporting the icon ◑ in the bottom right corner, those cards will be included only in the train era.

Sort the cards into groups based on the letter in the upper right (A, B, or C). Shuffle each group.

Take **4 cards** from **group A**, **3** from **group B**, and **3** from **group C**. Shuffle them together to form a deck.

Take 1 card from each group. Shuffle them together and put them on top of the deck.

Shuffle together all remaining cards, and put these on top of the deck. Flip the deck over, so that the rear side is up. Now the Automa deck is ready!

6. How to play

Take your turns as normal. On the Automa's turn:

1. Draw the top card of the Automa deck.

2. Find the topmost action slot in which there is a legal action for Automa to take. The Automa does this.

3. If none of the actions are legal, discard the card, draw again, and go back to step 2.

4. If the Automa has taken two actions, its turn now ends. If only one, look at the back of the next card. The Automa takes the topmost legal action. If it can't do any of them, it passes and gets 5 VP, and its turn ends.
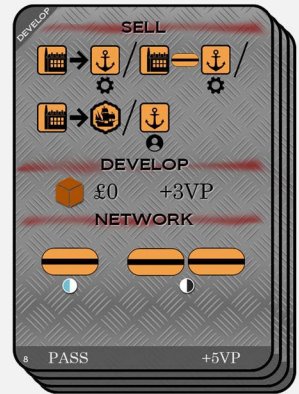
Drawn card   Automa deck

7. Description of card actions and icons

In general, the front side of the Automa card has two or three action slots, each of which triggers one or two actions.

The rear side of the Automa cards has a list of standard actions.

7.1 Front side action slot: BUILD

An action slot with the icon of a particular Industry (e.g. Cotton Mill) and a city name in the banner means that the Automa builds that Industry there.

NOTE:

o If the banner has more than one city, the Automa chooses the first city where the build is legal. So the card above says that the Automa will build in Barrow if possible, otherwise in Blackburn or Rochdale.

o An iron cube with a price means that Automa builds only if iron is at that price or higher. (If the price is lower, move to the next slot.)

o A Link tile in parentheses means that Automa can place a Link tile before building, in order to reach a coal source. In this case the Automa's turn ends immediately, as it has already performed two actions. The Link is placed only if it is needed for building.

o If the action slot shows a Coal Mine icon followed by Link tiles, Automa first builds a Coal Mine and then places one Link tile (up to two Link tiles in the rail era). This likewise is two actions and ends Automa's turn.

o Automa follows the standard rules for placing buildings and Link tiles: it must consume coal and iron like a normal player. If there is more than one way to place a Link, follow the tiebreaker rules below. Remember that Links must start from a location that is part of Automa's network.

7.2 Front side action slot: NETWORK

The Automa places one or two Link tiles starting from the city shown in the banner. The city indicated by the card must be part of Automa's network. This is a special rule for the Automa, and the gear icons close to the city name are a reminder of it.

In the Canal Era, the Automa places only one canal Link tile starting from the indicated city.

In the Rail Era, the Automa tries to place up to two railroad Link tiles. The first one starts from the city on the card, and then the second Link tile is placed starting from the city reached by the first railroad.

The Automa follows the standard rules for placing Link tiles: in the Rail Era it must consume coal as normal. If there is more than one way to place a Link, follow the tiebreaker rules below.

TIEBREAKER for PLACING LINK TILES

If the Automa is directed to place a Link tile starting from a particular city and there is more than one open connection, use these priorities:

• Link to a city that is already part of Automa's network.

• Link to the city with the most built Industry tiles (no matter who is the owner, or how many of them are already flipped).

• Link to the city with the most free spaces.

• (Rail Era) Link to the city which causes coal to be taken from one of Automa's mines.

• If none of these rules determine a unique Link to build, start from above the city, go around clockwise, and build in the first eligible connection you reach.

NOTE: the Automa will link to external locations (e.g. Scotland) only after all other paths are occupied or when specifically requested by the card.

7.3 Rear side action: SELL

If the Automa has at least one unflipped Cotton Mill, it takes the SELL action. This icon indicates the steps to evaluate in order to perform the SELL action:

o The Automa flips all Cotton Mill tiles it can, that are connected to an unflipped Automa's port. Then, the Automa's turn ends.

o If no Cotton Mill has a connection to an unflipped Automa's port, but only one link tile is missing in order to complete the connection, the Automa places that link tile. Then, the Automa's turn ends.

If there are more than one location to place the link adjacent to a city, follow the priority described in the box. If the possible locations are related to different cities, follow the previous prioritis considering the buildings in the two cities to be connected. So, the Automa will place the link in order to connect the maximum number of buildings (no matter who is the owner, or how many of them are already flipped) and (if tie persists) the maximum number of free spaces, considering the totals of both cities.

If the card reports also this icon , the Automa continues with the following checks:

o If at least one Cotton Mill has a connection to the distant market, the Automa tries to sell as much cotton as it can to the distant market. First flip the distant market tile, then check if Automa can sell or if it looses the action. Please note, that if the distant market marker is in last or in the previous spot, the Automa skip this step and goes directly to the next one;

o If at least one Cotton Mill has a connection to a player's port, the Automa flips all Cotton Mill it can and also the players ports, starting from those with lower level.

In case not all the relevant Cotton Mill or Port tiles can be flipped, follow the tiebreaker in the box.

TIEBREAKER for BUILDING SELECTION

If there is more than one possible building for the SELL action, use these priorities:

• Flip first the higher level tiles;

• For all relevant buildings, count the number of Automa's links connecting to them and subtract the number of player's links. The Automa sells from the building with the highest score.

• In case of a tie, the Automa sells from the building in the city that is first alphabetically.

7.4 Rear side action: DEVELOP

The Automa takes the DEVELOP action only if the price of iron is what's shown on the card or lower.

The Automa consumes two iron cubes, if possible. If there is just one cube at that price, remove only that one. However, it doesn't discard tiles from its board.

When the Automa develops, it gets 3 Victory Points.

7.5 Rear side action: NETWORK

The Automa places one Link tile (in the Canal Era) or up to two tiles (in the Rail Era), starting from whatever city it most recently took an action in. During the Rail Era, the Automa will if possible place a second railroad Link from the city it just built into. (Remember of course that both Link tiles must be supplied with coal).

If there is more than one placement option, use the priority list given above.

7.6 Rear side action: PASS

The Automa doesn't take the second action of its turn, but it immediately gains 5 Victory Points.

8. The first turn of the game

On the first turn of the game the players take only one action.

For Automa's first action, do not draw a card as normal: instead, look at the upper left corner of the *rear* side of the topmost card.

If the card says DEVELOP, simply remove 2 iron cubes from the market and give the Automa 3VPs. You will draw this card and do the action(s) on its front on the Automa's next turn.

If the card says DRAW, draw the first Automa card and execute the first relevant BUILD action shown there.

9. End of Canal Era

At the end of the Canal Era, the Automa scores VP as a normal player, and its canal Links and level 1 Industry tiles leave the board.

10. Preparation for the Rail Era

○ Prepare the Automa deck as indicated in section 5.2.

○ If there are any Industry tiles on the Automa's player board that can't be built in the Rail Era, remove them.

○ Shuffle all 40 game cards. Deal 20 cards into your draw deck and set the other 20 aside.

11. End of the Rail Era

At the end of the Rail Era, the Automa scores VPs as a normal player.

Author Mauro Gibertoni

Contacts maurogibertoni@gmail.com

Blind playtest Daniele Paci

Cards download www.mautoma.com

Rulebook revision David Goldfarb